ADVERTISEMENT

in: Entities, Anomalous Entities, Convergence Canon

English

The Storyteller

VIEW SOURCE

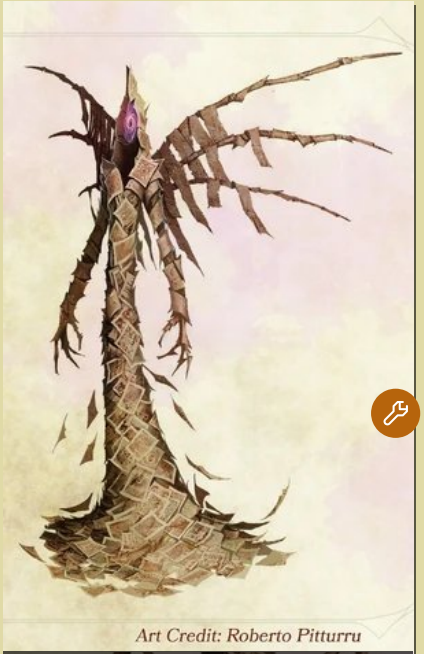
What is and is not real in this strange reality?

Well, I've written enough stories for everyone else.

Now, let's see how they write mine.

Description

Entity N, also known as **The Storyteller**, is the resident entity of the Infinite Library, presiding as its curator. It is believed to be behind the chaotic state of the library.



Possible illustration of The Storyteller.

Think of it like playing with puzzles.
Everything in this world is a puzzle.

The Storyteller is a psychic entity that can manipulate memory and information. It is a master of illusion, with the ability to "rewrite" reality to a limited degree; this is done primarily through the media of the library. Witnesses have described The Storyteller's abilities as "bringing fiction to reality", manipulating knowledge, memory, and perception. Although it was initially believed to be limited to merely brainwashing victims, further research suggests that the being is able to bend information itself.

Oh dear, you're making it complicated. If you fancy yourself as one of science, then at least use the correct term: Reality Warping!

Most wanderers that have encountered the Storyteller can barely recall any details of the interaction. It is believed that the entity always wipes the memory of its guests, to prevent

them from leaking any sensitive information. The only exception to this are those seemingly chosen to bear "forbidden knowledge". Interestingly, while the entity tends to wipe photographs of itself, it may allow illustrations to remain. Apparently, it's fond of creative liberty, and thus, prefers people to interpret and depict it in their own ways. Due to this, the true form of The Storyteller is unknown, as most perceive it uniquely.

Well of course! Not like your limited human mind would be able to comprehend the full extent of my existence, anyway. Why should I grant them madness, when I could instead bless them with creativity? Be free, and let your imagination run wild! Envision me however you desire!

In the face of the likely possibility that the Storyteller has manipulated the sources of information for this file, nothing here can be stated with full certainty, as all of it may be mere fiction. However, if even a small percentage of this information is indeed true, then the Storyteller may be one of the most powerful entities in The Backrooms.

What is real, anyway?

Does it really matter?

I can bring your wildest dreams to reality.

I can grant any of your wishes.

Just visit the library and let's chat over tea, shall we?

Behaviors

As the master of its level, the Storyteller manages the state of the library by constantly rearranging its structure in a pattern that we have yet to understand. This almost seems to be done in an obsessive manner, as the library never maintains a consistent layout.

Don't be so rude. I'm not paid to do this job. If you cannot appreciate my works, then at least, do not smear my reputation.

The Storyteller is crafty and cunning, thriving on lies and deceit. Psychological manipulation is its forte, alongside a host of supernatural abilities such as illusion, shapeshifting, telepathy, telekinesis, and teleportation. Some accounts have mentioned more impressive feats, such as clairvoyance, shapeshifting, and matter manipulation, among many others. Keep in mind, however, that such reports cannot be fully trusted due to the nature of the entity, so the validity of these claims is ambiguous.

They told the truth. How could you doubt the people who trusted you enough to tell their side of the story? That's so heartless of you...

The one undeniable, confirmed power of the Storyteller is its capability to rearrange the library and its contents. One theory claims that the Storyteller's full power is limited to this level, or that the level itself is the source of its power. Apparently, the Storyteller tends to summon books when performing certain tasks. This implies that the Storyteller may not in fact be omniscient, and is somewhat reliant on its books.

Technically correct, but not entirely right… Still, can you imagine what else that I can do? There are billions of spell books here! Well, most of them are useless to me anyway. I'm already too powerful for cheap, novice tricks… But don't worry, I'm not omnipotent by any means. If I was, I would have already conquered this entire reality. That's a fact that not even I could deny, no?

Another interesting behavior of the Storyteller is its tendency to present itself in the most

favorable form for its victim. There are accounts of the entity appearing as an old man, young woman, even a child, and sometimes, as a copy of its audience. In nine out of ten cases, the Storyteller would mimic a person that someone valued the most, but in an idealized fashion. In rarer cases, the Storyteller would assume the form of an archetype that the witness considers to be respectable and admirable, such as a powerful mage or even a holy maiden. However, it is without a doubt that the true form of the entity is entirely inhuman. According to the Magus Association, a group of scholars that inhabit the library, the Storyteller may be an entity of pure magical energy, composed of mystical, arcane essence given sentience and knowledge.

I do not wish to scare my visitors. They're visiting my home, so I should be nice to them. Does it really matter how I look like under the veil? Humanity dressed themselves in clothes, accessories, even masks for ages. Tell me, do you really want to present yourself as the naked hairless ape that you truly are? No? Then do not peek behind the curtain, unless you can bear the burden of what you may find.

Although the Storyteller's influence seems limited only to the library, he maintains a strong connection to the rest of the Backrooms, primarily through The Mail Carrier, who is believed to be his butler.

Ahh, the Deliveryman. An intriguing soul, curious to the end, and always struggling silently against what he cannot ever reach. Did he seek an escape from damnation, to save the innocent, or is he a puppet on strings with no desire to speak of?

Several more entities seem to acknowledge the Storyteller, although most are neutral at best towards him. Albeit not entirely trustworthy, the Crimson Wanderer seems to be the one of the few beings with the deepest understanding of the Storyteller. He seems to avoid the creature, reportedly saying, *"Do not ever go near that thing unless it is imperative."* This suggests that the entity's power may rival his own. Unfortunately, not much else has been revealed from the Crimson Wanderer, due to his refusal to speak much.

Oh, trust me, he speaks a lot, once you get to know him enough. You need to earn his trust. He's always afraid of hurting others by merely existing. Always wanting to save everyone, and always feeling guilt for every death that he has caused.

He, just like the others, judge me as if I committed a grave sin, even though I have saved many lives too.

Tell me, how can I be evil, when I relieve the suffering of so many wanderers? I erase the scars of terror and trauma that haunt their lives. I bring their dreams to reality. Likewise, I fulfill all their wishes. Furthermore, I remove them from the bitter reality, and grant them the bliss of whatever fantasies that they desire most.

In comparison, the 'Crimson Wanderer' revels in bloodshed. His intentions might be noble in seeking to end torment, but he himself is the most bloodstained, and he knows that. How could someone like him be seen as a hero by so many people?

Alas, I should not judge… He has his side of the story, just like everyone else. In the dark, gloomy lives of those stained by pain, corrupted by loneliness, consumed by despair as they wander the nightmare of endless liminal space, he shines like the brightest star.

But he's not the only hero of the Backrooms…

After all, everyone is the hero of their own story.

Well then, wanderer…

Shall we write our story together?

Relevant Tales

- The Legend of The Court
- A Chaotic Future
- The Beginning of The End

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